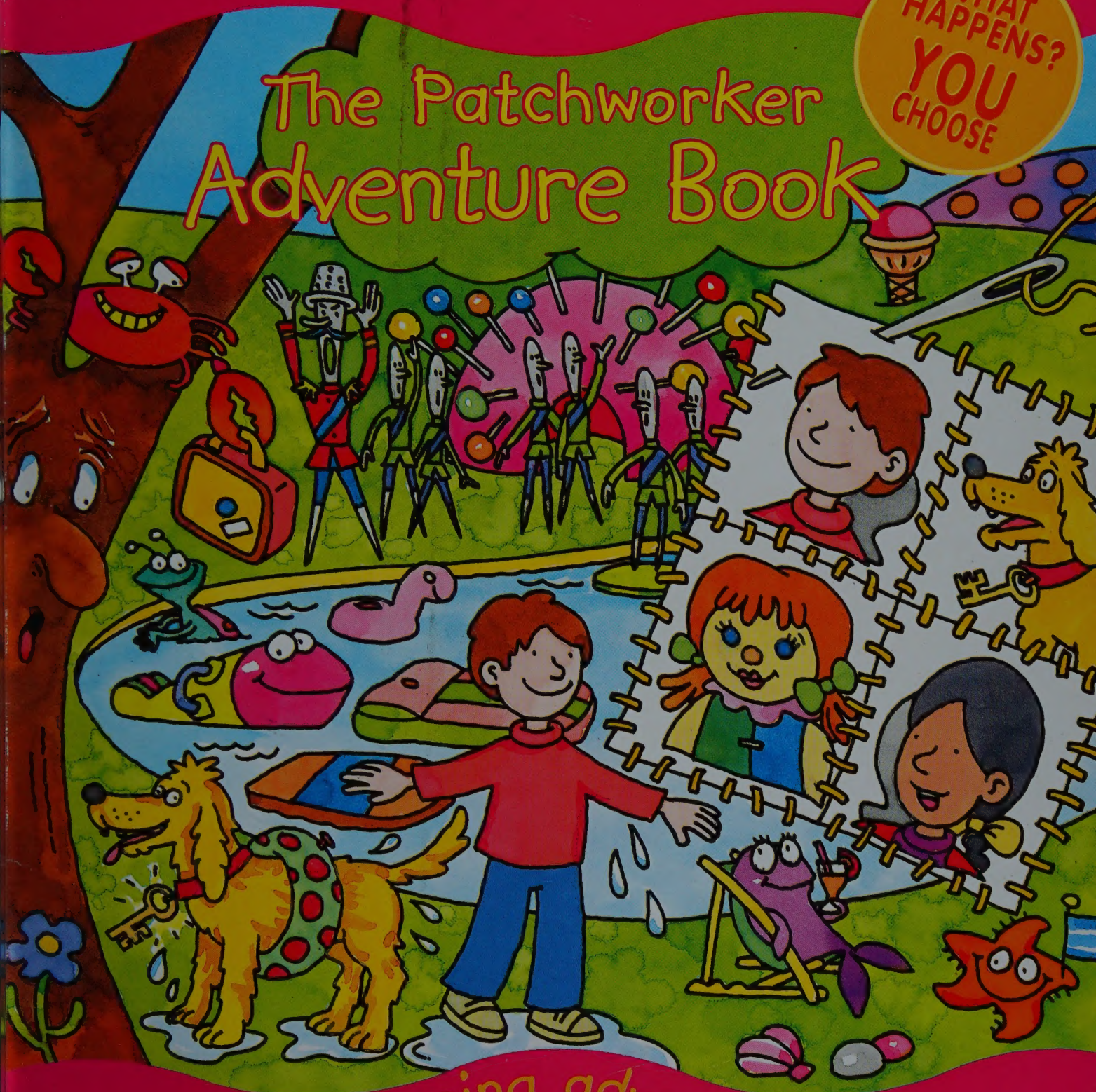
Oxford Reading Tree

The Magic Key

BBC

WHAT HAPPENS? YOU CHOOSE

The Patchworker Adventure Book



A learning adventure!

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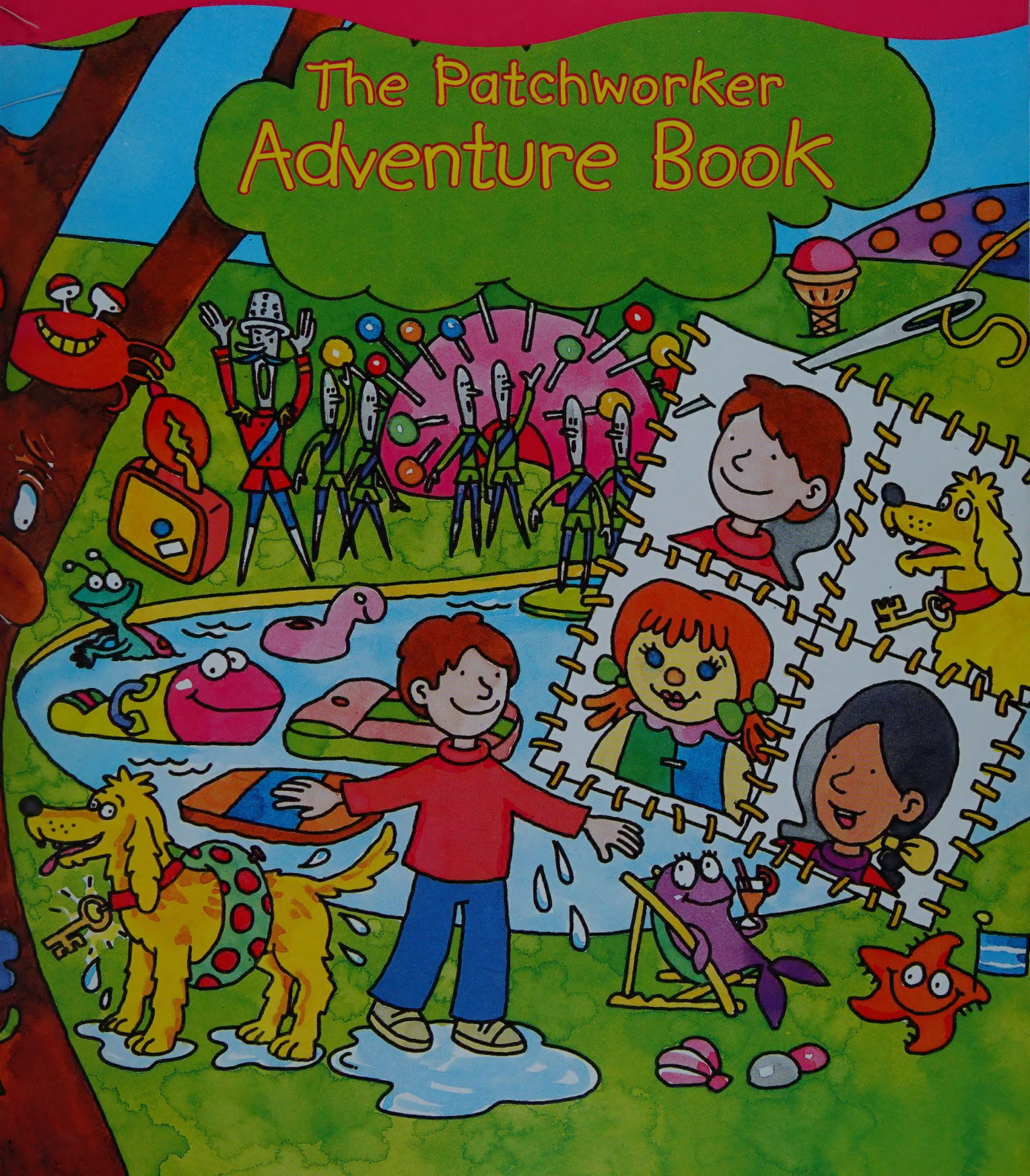
The Magic Key™

BBC

The Patchworker Adventure Book



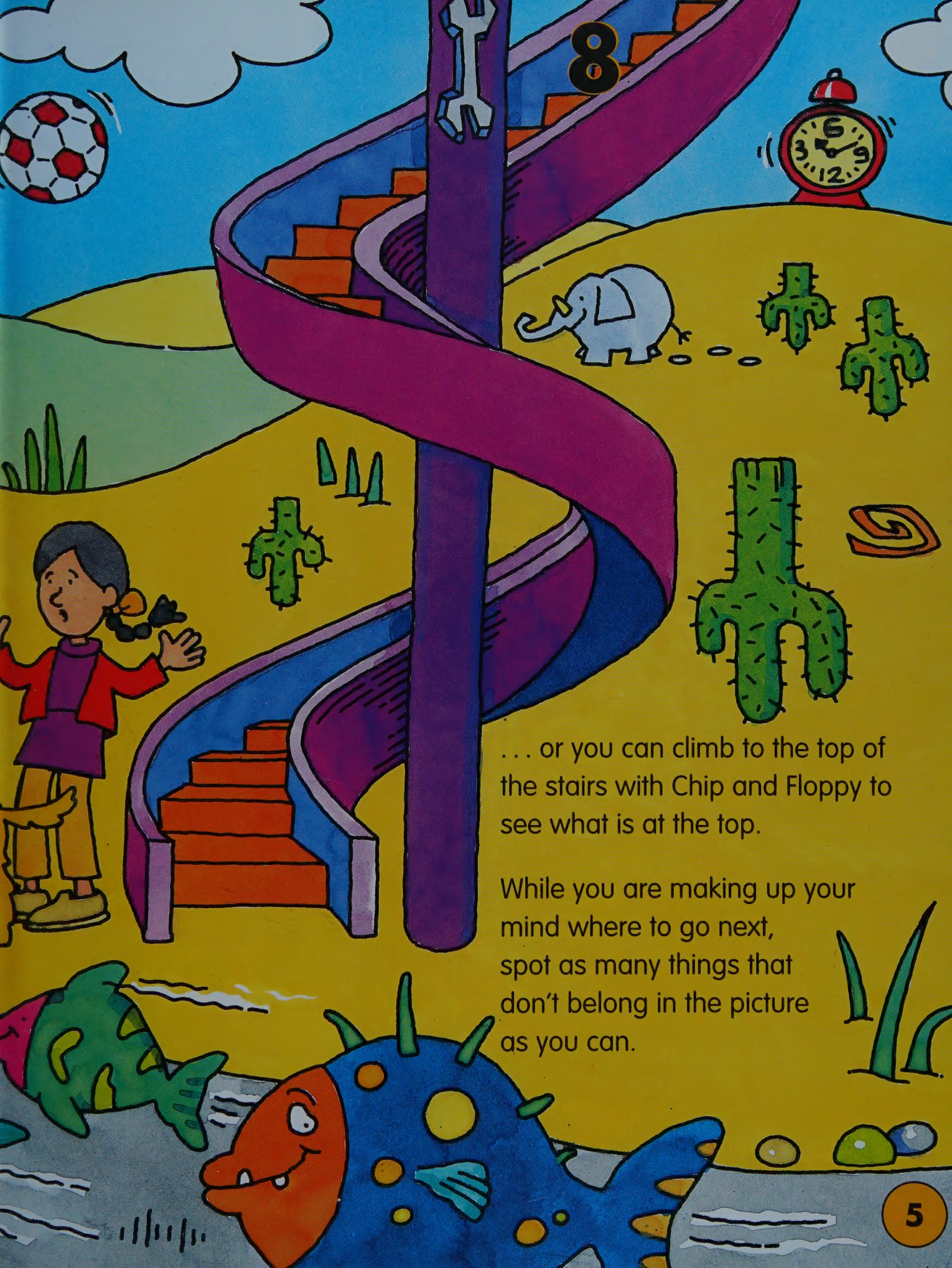
You and Chip and Anneena and Floppy have been carried by the magic key to the land of the Patchworker. But there's something wrong. Can you help the Pin People sort things out?

When you decide which way to go the book will tell you the page to turn to. There are extra puzzles for you to solve, too.

Turn to page 4 to start your adventure.

The magic key has taken you to a desert.
But things are wrong. There are stairs sticking out of the sand and hundreds of fish are swimming along a road.

You can try to cross the fishy road and find the fish that tells you which page to turn to next . . .



. . . or you can climb to the top of the stairs with Chip and Floppy to see what is at the top.

While you are making up your mind where to go next, spot as many things that don't belong in the picture as you can.

The fish have taken you to an odd skyscraper. There is a crowd of people who look like pins. They are complaining about their ruler, the Patchworker. They say that she keeps getting things wrong.

"Come with me," says a pin person to Anneena.

"Look up there! My husband can't get down!" another woman says to Chip and Floppy.

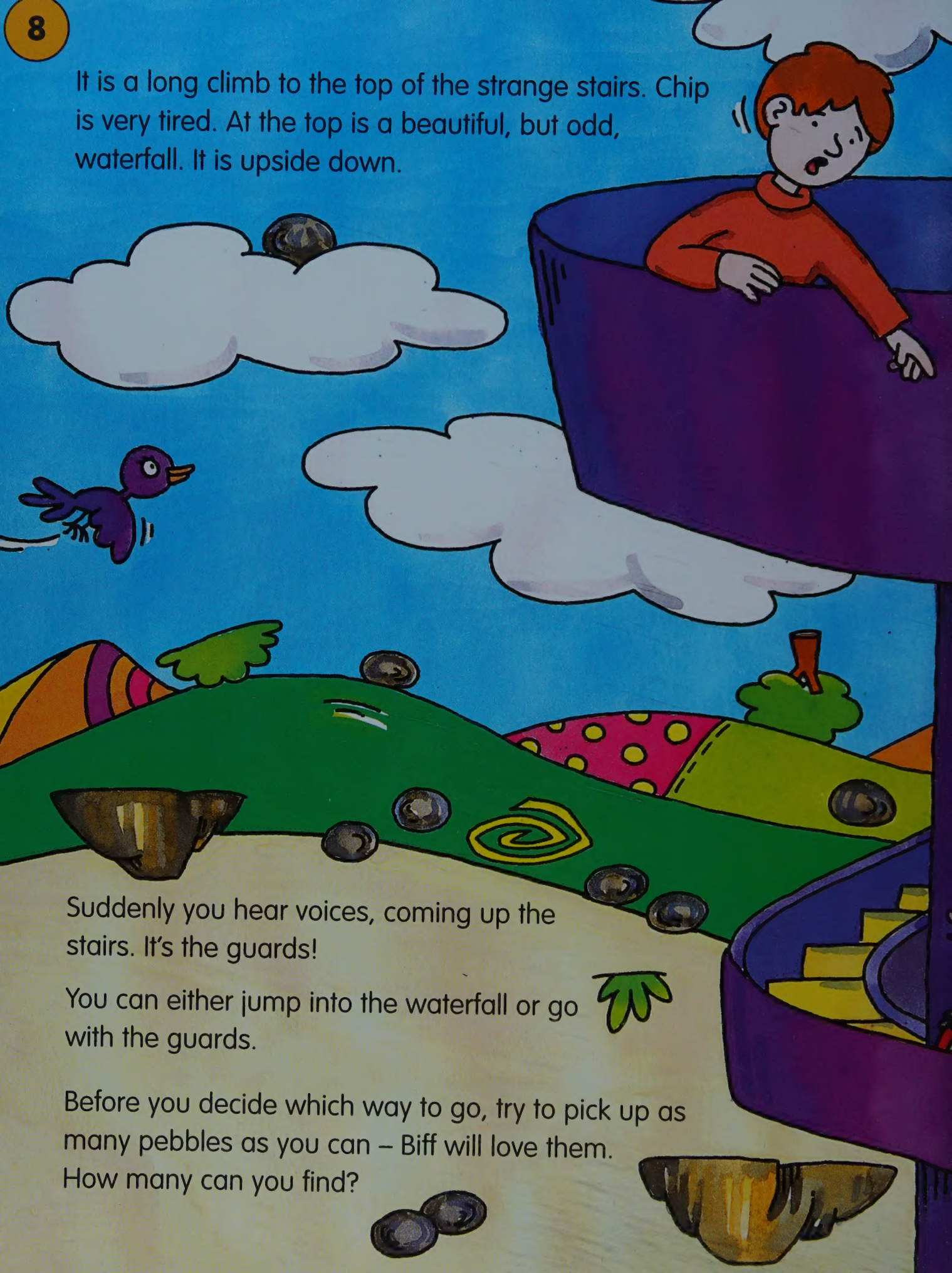
Decide who to go with. Anneena or Chip and Floppy?

Turn to page 12

Turn to page 10

Hidden in the picture are six bones – Floppy is getting rather hungry, find them for him.

It is a long climb to the top of the strange stairs. Chip is very tired. At the top is a beautiful, but odd, waterfall. It is upside down.



Suddenly you hear voices, coming up the stairs. It's the guards!

You can either jump into the waterfall or go with the guards.

Before you decide which way to go, try to pick up as many pebbles as you can – Biff will love them. How many can you find?

Turn to page 14
Turn to page 16

You stayed with Floppy and Chip. A pin woman comes up to you and says, "My husband is stuck in the upside down skyscraper."

Suddenly you hear the noise of marching feet. "Oh no! It's the Patchworker's guards. Hide!"

Turn to page 16
Turn to page 18

You can either go with the guards.
Or you can make a run for it.

While you decide, count how many
cotton reels there are in the picture.

N
A
N
E

You hide behind the skyscraper with Anneena and the pin person. The guards have got Chip and Floppy.

You want to rescue them, but the pin people say it is too dangerous and you should wait.

Do you rescue them Turn to page 20 or wait? Turn to page 22

Before you decide what to do, look for the hidden letters in the picture that make up the word A N N E E N A .

Turn to page 16

You jumped into the waterfall. What a strange lagoon. It is full of rubber rings! And what is wrong with the animals?
Suddenly the guards spot you.
"Stop! Don't move!"
they yell.
Turn to page 24
What do you do?
Dive under the lilos
and rubber rings or stay and face the guards?

The guards take you, Chip and Floppy to the Patchworker's palace.

"What are you doing here? You are not part of the pattern!" she shouts.

"But your pattern is all wrong!" Chip says.

"I am in charge of the pattern! Nobody ever questions the pattern!" she yells.

The Patchworker loves patchwork cushions. There are eight hidden in the picture. Try and find them.

The Patchworker is really angry.

You can stay and try to calm her down. Turn to page 26

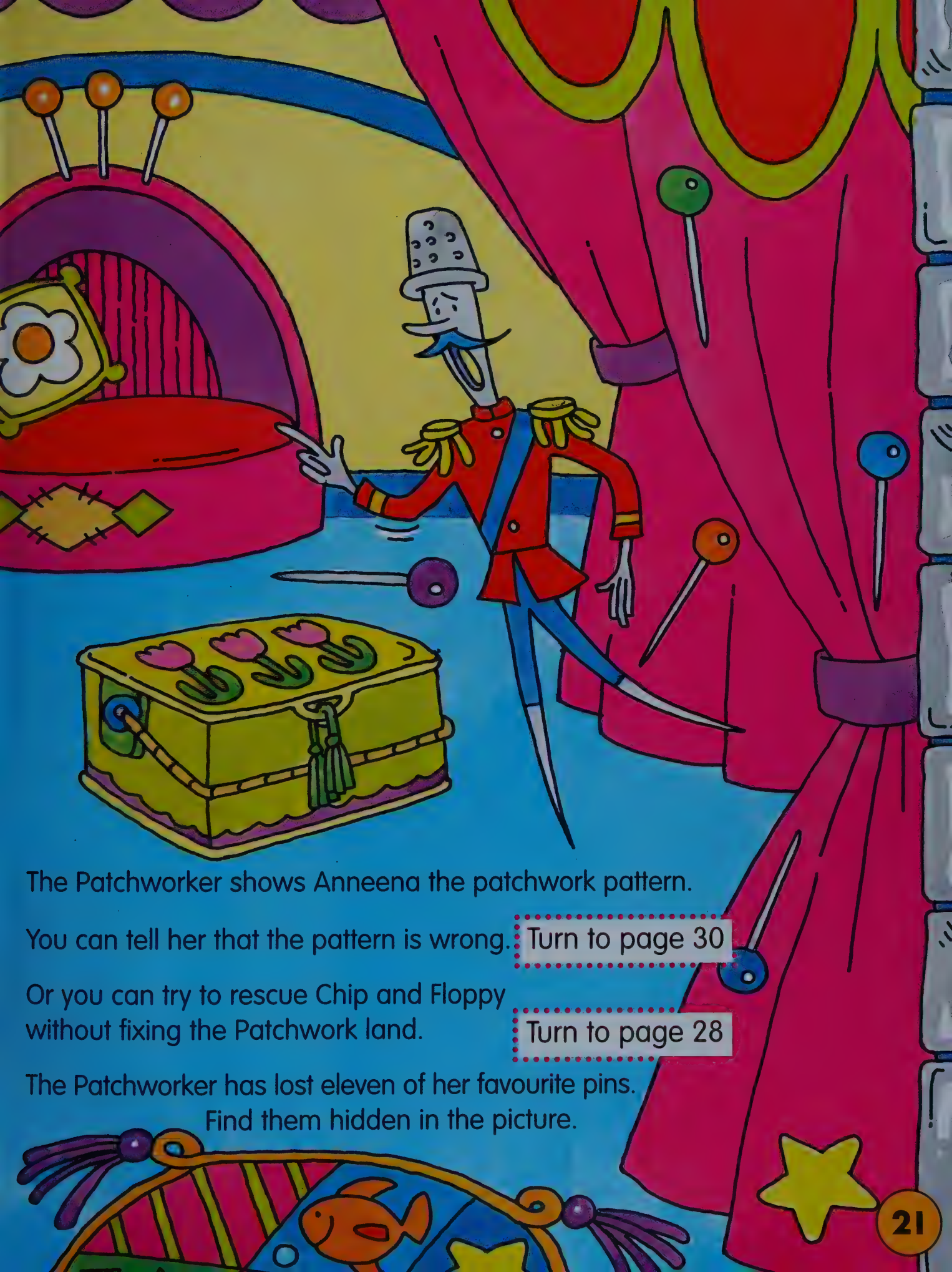
Or, if you are afraid, run away. Turn to page 24

As you escaped the guards with Floppy and Chip, you ran into the Patchworker's sewing machine castle. The palace guards catch you, and throw you in the Patchworker's prison.

You can try to escape through an upside down door.
Turn to page 24
Or you can ask to speak to the Patchworker.
Turn to page 26
Find the secret message hidden in the prison.

You and Anneena need to rescue Chip and Floppy. You go to see the Patchworker. She is shouting at Chip and Floppy. Anneena says to the Patchworker, "Your people are unhappy because they can't get into their upside down houses. They can't use the roads either because they are full of fish."

"But it is all part of the pattern," she replies. "I follow the pattern."



The Patchworker shows Anneena the patchwork pattern.

You can tell her that the pattern is wrong. Turn to page 30

Or you can try to rescue Chip and Floppy without fixing the Patchwork land. Turn to page 28

The Patchworker has lost eleven of her favourite pins.
Find them hidden in the picture.

You are waiting to see if Chip and Floppy are released. But now it is dark and nothing has happened.

"I am going to look for them," says Anneena. You and Anneena set off in the dark but you get lost. You have gone the wrong way – start again.

Turn to page 4

You escaped! You are under the palace with Chip and Floppy. It is very dark. You get totally lost and have to start again.

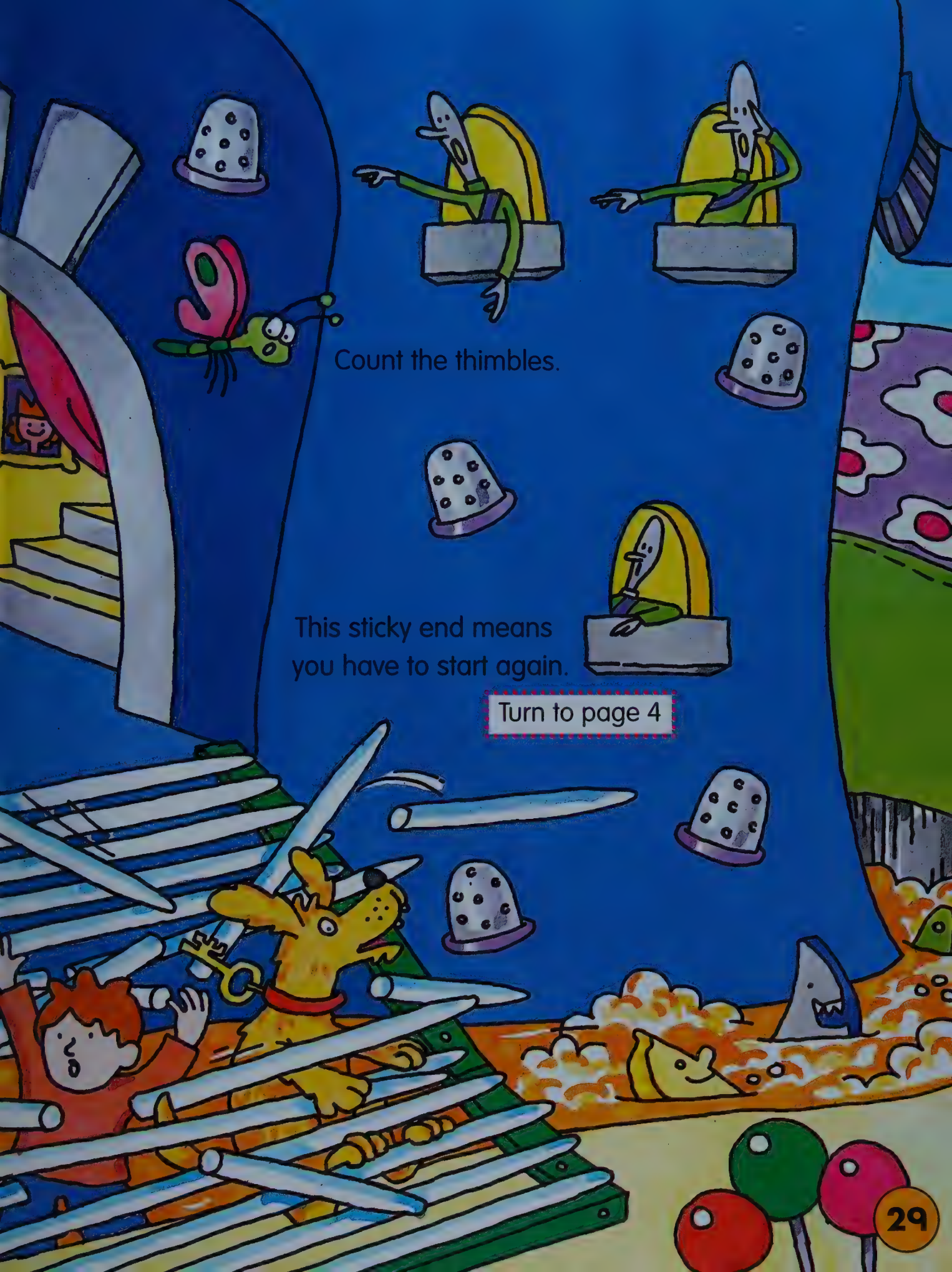
Turn to page 4

Hidden in the scene are things that would normally help you to see. Find each one and say what is wrong with it.

You listen to the Patchworker, but she has shouted for so long that everyone has fallen asleep! When you wake up, the Patchworker sends you back to the beginning. Turn to page 4

Count the number of hot water bottles.

You try to rescue Chip and Floppy. But, oh no! The drawbridge collapses and you fall into the jelly moat.


Count the thimbles.
This sticky end means you have to start again.
Turn to page 4

The Patchworker listens to what you say and after lots of hard work the world is fixed. Now everything is in the right place, it is time to go home.
Well done! The key is glowing.
"Goodbye!" everyone shouts.
THE END

Did you find all the hidden things?
Look at the pictures to find out if you were right!

4

6

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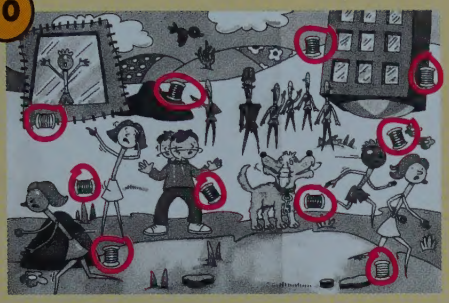

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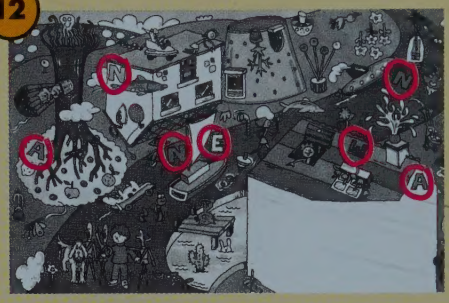

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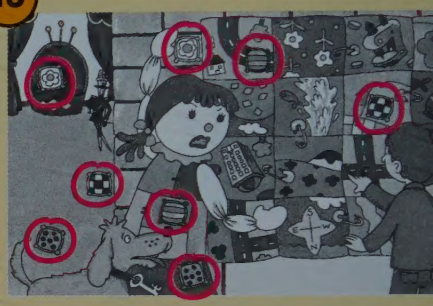

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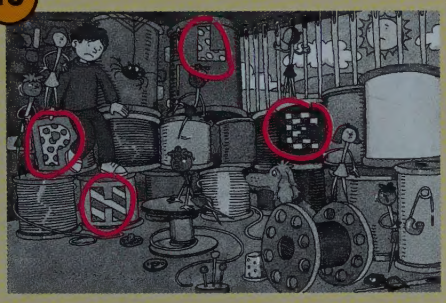

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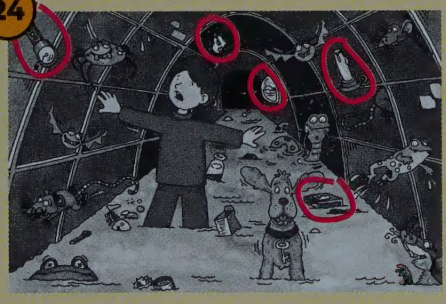

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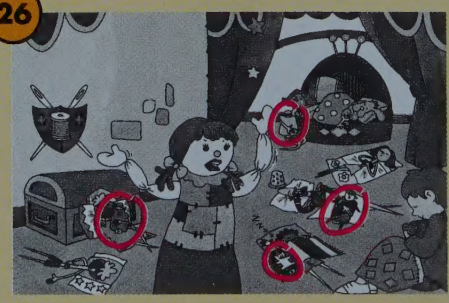

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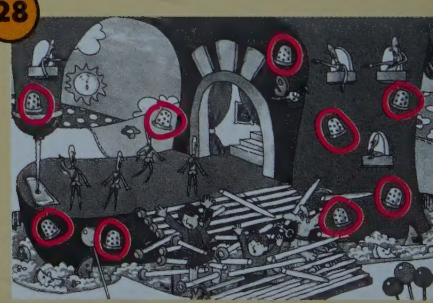

torch – broken
bulb – smashed
light – full of water
candle – no wick
matches – wet

Oxford Reading Tree

The Magic Key™

BBC

Look out for these other Magic Key products

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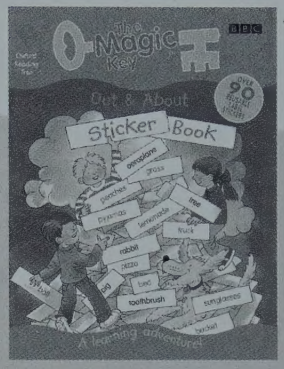

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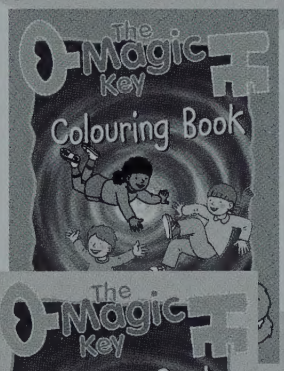
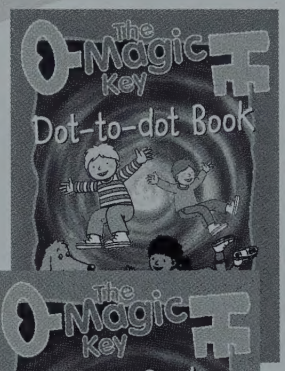
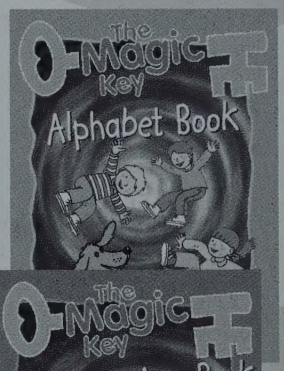
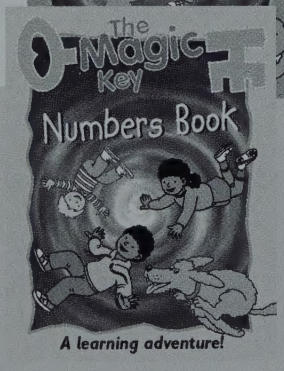
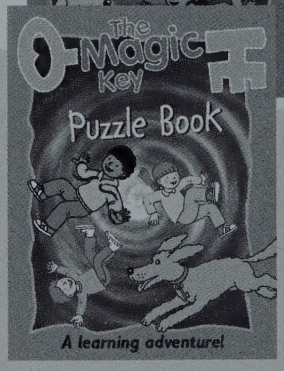
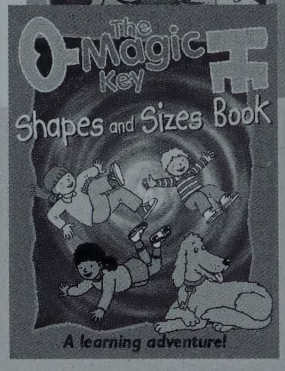


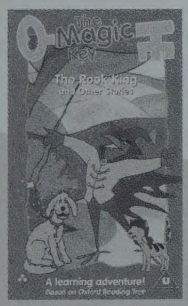




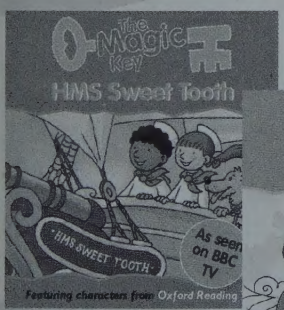


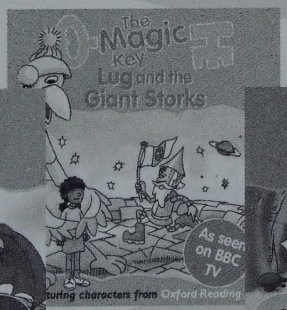


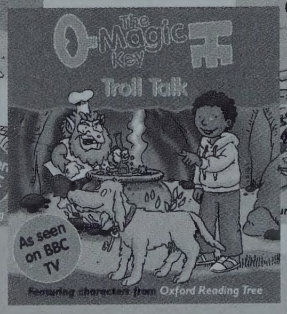


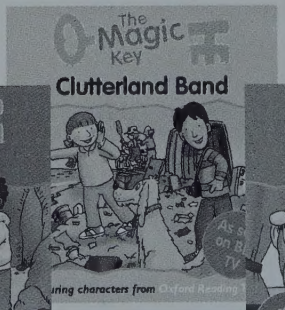


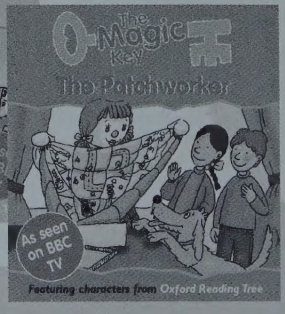
Videos











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The Magic Key™

The Patchworker

Follow your own adventure through the strange land of the Patchworker with your favourite Magic Key characters.

The Patchworker is an exciting interactive storybook. You choose how the story grows by deciding which page to turn to. If you go the wrong way you might not make it home!

Based on characters from Oxford Reading Tree
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First published in 2001 by BBC W[illegible]
Woodlands, 80 Wood Lane, Lond[illegible]
Adapted by Heath[illegible]
Designed by Ki[illegible]
Illustrations by Ma[illegible]
Text, design and illustrations © 2000 BBC Wor[illegible]

Printed and bound in Gre[illegible]
ISBN 0 563 47575 7

KT-531-965

ISBN 0-563-47575-7
£3.99
9 780563 475750 >

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